



CLASS & LEVEL  
RACE  
BACKGROUND  
ALIGNEMENT  
EXPERIENCE

PLAYER

CHARACTER NAME

PROFICIENCY BONUS

INITIATIVE

PASSIVE WISDOM

INSPIRATION

SENSES

MAXIMUM HIT POINTS

AC

SPEED

TEMPORARY HIT POINTS

DIE LVL USED

CURRENT HIT POINTS

HIT DICE

EXHAUSTION

SUCCESSSES

CONDITIONS

FAILURES

DEATH SAVES

STRENGTH

DEXTERITY

CONSTITUTION

STR

DEX

CON

INT

WIS

CHA

RESISTANCES

SAVING THROWS

ATTACK NAME

RANGE

ABILITY

TO HIT

DAMAGE

TYPE

ATTACK NAME

RANGE

ABILITY

TO HIT

DAMAGE

TYPE

ATTACK NAME

RANGE

ABILITY

TO HIT

DAMAGE

TYPE

ATTACK NAME

RANGE

ABILITY

TO HIT

DAMAGE

TYPE

ATTACKS

RESOURCES

NAME

TYPE

MAX

USED

REGAIN

LIMITED FEATURES & ACTIONS

INTELLIGENCE

WISDOM

CHARISMA

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

WEAPONS

TOOLS & OTHERS

SIMPLE

MARTIAL

ARMOR

LANGUAGES

LIGHT

MEDIUM

HEAVY

SHIELDS

PROFICIENCIES

NOTES

RACIAL TRAITS

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL